

SEQUENCE & CLASS DIAGRAM

SPRINT: Booking and Reservation, Parking Instructions

- **Objectives:**

- Develop functionality for users to reserve or book parking slots.
- Provide clear parking instructions to users upon booking.

- **User Stories Covered:**

- Story 2: Reserve/Book a Slot (Parking Lot Users)
- Story 3: Parking Slot Entry Reminder (Parking Lot Users)
- Story 6: End Parking Slot/ Checkout early (Parking Lot Users)

- **Deliverables:**

- Booking flow for selecting, confirming, and reserving slots.
- Email/SMS integration for booking confirmation and reminders.

Task 1: Identifying the Entity/Boundary/Control Objects

→ Entity Objects:

- User
- ParkingSlot
- Reservation
- Booking

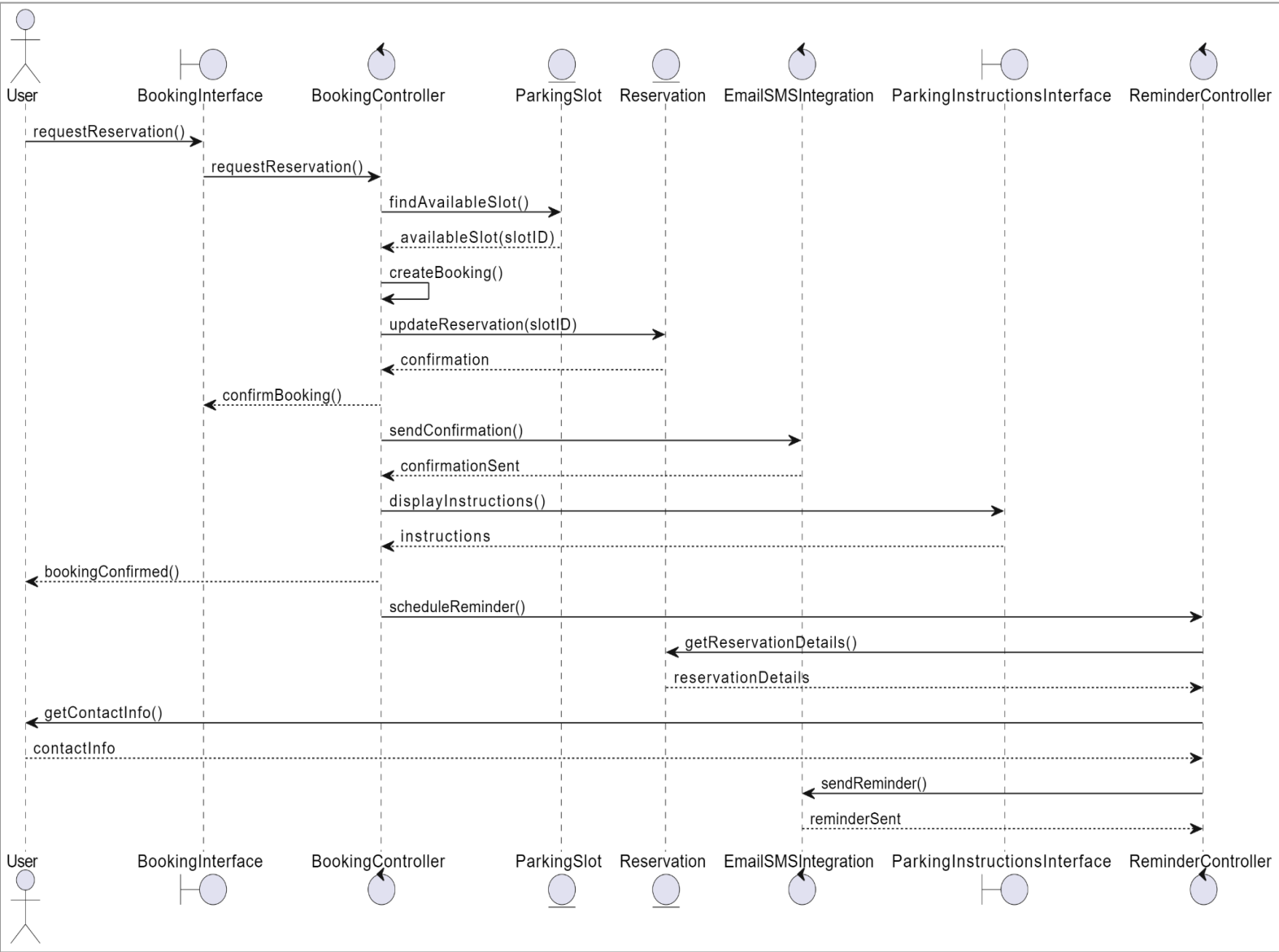
→ Boundary Objects:

- BookingInterface: User interface for booking slots.
- ParkingInstructionsInterface: Interface for displaying parking instructions.

→ Control Objects:

- BookingController: Manages the booking process
- ReminderController: Manages the reminders and interacts with Email/SMS integration
- Email/SMS Integration: Handles the communication of reminders between control objects and users.

Task 2: Developing the Sequence Diagram



Task 3: Class Diagram

